

WHAT IS CLAIMED IS:

1. A computer-readable storage medium storing a program for a video game, which draws an object in a virtual space,
wherein said program is structured so as to make a computer perform:
generating a dummy object of said object;
determining positions of said object and said dummy object so that said dummy object thus generated
10 is positioned behind said object and overlaps only in part with said object when observed from a view point;
and
drawing said object at said position thus determined and drawing said dummy object at said determined position except for an overlapping portion between said object and said dummy object when observed from the view point and in a lightness different from that of said object.

20 2. The computer-readable storage medium according to Claim 1, wherein in said determination of the positions, the positions of said object and said dummy object are determined so that said generated dummy object is positioned behind said object when observed from the view point and so that there is deviation
25 between a straight line connecting a predetermined reference position of said object and the view point and a straight line connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

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3. The computer-readable storage medium according to Claim 1, wherein in said drawing, said dummy object and said object are drawn at said respective determined positions in the order named.

4. The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer is carried out to draw said object at said determined position and draw said dummy object at said determined position and in the lightness different from that of said object.

5. The computer-readable storage medium according to Claim 1, wherein in said drawing, said object is drawn at said determined position and said dummy object is drawn at said determined position except for the overlapping portion between said object and said dummy object when observed from the view point and in the lightness higher than that of said object.

6. A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a dummy object of said object;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

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drawing each polygon forming said object and each polygon forming said dummy object in a lightness different from that of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

7. A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a \dummy object of said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a lightness different from that of the corresponding polygon of said object.

8. An object drawing method in a video game,

which draws an object in a virtual space, said object drawing method comprising:

generating a dummy object of said object;
determining positions of said object and said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point; and

10 drawing said object at said position thus determined and drawing said dummy object at said determined position except for an overlapping portion between said object and said dummy object when observed from the view point and in a lightness different from that of said object.

15 9. The object drawing method in the video game according to Claim 8, wherein in said determination of the positions, the positions of said object and said dummy object are determined so that said generated dummy object is positioned behind said object when observed from the view point and so that there is deviation between a straight line connecting a predetermined reference position of said object and the view point and a straight line connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

20 10. The object drawing method in the video game according to Claim 8, wherein in said drawing, said object is drawn at said determined position after said dummy object is drawn at said determined position and

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wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a lightness different from that of the corresponding polygon of said object.

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13. A video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which draws an object in a virtual space; and

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a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a dummy object of said object;

determining positions of said object and said dummy object so that said dummy object thus generated in said generation is positioned behind said object and overlaps only in part with said object when observed from a view point; and

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drawing said object at said position thus determined in said determination and drawing said dummy object at said position determined in said determination except for an overlapping portion between said object and said dummy object when observed from the view point and in a lightness different from that of said object.

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14. A video game apparatus, which comprises

a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and

5 a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a dummy object of said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated in said generation is positioned behind said object and overlaps only in part with said object when observed from the view point; and

15 drawing each polygon forming said object and each polygon forming said dummy object in a lightness different from that of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

25 15. A video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and

30 a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said

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storage medium,
generating a dummy object of said object;
setting a distance from a view point of each
5 polygon forming said dummy object and said object so
that said dummy object thus generated in said
generation is positioned behind said object and
overlaps only in part with said object when observed
from the view point; and
drawing a pixel according to a polygon having a
distance closest to the view point, set in said
setting, out of polygons projectable into said pixel,
wherein when the polygon projected into the pixel is a
15 polygon forming said object, said pixel is drawn
according to said polygon and wherein when the polygon
projected into the pixel is a polygon forming said
dummy object, said pixel is drawn in a lightness
different from that of the corresponding polygon of
said object.

20 16. A video game apparatus which draws an object
in a virtual space, said apparatus comprising:
a computer; and
a computer-readable storage medium storing a
25 program to be executed by said computer,
wherein said program is structured so as to make
said computer perform:
generating a dummy object of said object;
determining positions of said object and said
30 dummy object so that said dummy object thus generated
in said generation is positioned behind said object and
overlaps only in part with said object when observed

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from a view point; and
drawing said object at said position thus
determined in said position determining process and
drawing said dummy object at said position determined
5 in said determination except for an overlapping portion
between said object and said dummy object when observed
from the view point and in a lightness different from
that of said object.

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17. A computer program for a video game, which draws an
object in a virtual space,

wherein said computer program is structured so as
to make a computer perform:

generating a dummy object of said object;

15 determining positions of said object and said
dummy object so that said dummy object thus generated
is positioned behind said object and overlaps only in
part with said object when observed from a view point;
and

20 drawing said object at said position thus
determined and drawing said dummy object at said
determined position except for an overlapping portion
between said object and said dummy object when observed
from the view point and in a lightness different from
25 that of said object.

18. A computer program for a video game, which
draws an object comprised of a plurality of polygons,

wherein said computer program is structured so as
30 to make a computer perform:

generating a dummy object of said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

5 drawing each polygon forming said object and each polygon forming said dummy object in a lightness different from that of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

15 19. A computer program for a video game, which draws an object comprised of a plurality of polygons, wherein said computer program is structured so as to make a computer perform:

20 generating a dummy object of said object; setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

25 drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a lightness

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different from that of the corresponding polygon of said object.

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